

	L #	Hits	Search Text	DBs	Time Stamp
1	L1	3584	(warn\$3 or alarm\$3 or alert\$3 or notif\$4) near5 (crew\$1 or pilot\$1 or personnel)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:27
2	L2	43022	(aircraft or airplane\$1 or plane\$1) near3 (data or signal\$1 or parameter\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:28
3	L3	5259	((process\$3 or analy\$4 or monitor\$3 or examin\$3) near5 ((aircraft or airplane\$1 or plane\$1) near3 (data or signal\$1 or parameter\$1)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:36
4	L4	728	((chang\$3 or modif\$3 or upda\$3 or alter\$3 or replac\$3 or substitut\$3 or increas\$3 or decreas\$3) near5 (data or signal\$1 or parameter\$1)) near10 ((avoid\$4 or prevent\$3 or eliminat\$3 or minimiz\$3 or reduc\$4) near3 (risk\$1 or impact\$1 or accident\$1 or collision\$1 or hazard\$3 or crash\$2))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:47
5	L5	11167	((display\$3 or output\$4 or generat\$3 present\$3) near5 ((aircraft or airplane\$1 or plane\$1) near3 (data or information or parameter\$1 or signal\$1 or condition\$1)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:40
6	L6	9696	((display\$3 or output\$4 or generat\$3 present\$3) near5 ((cockpit or pilot\$1 or crew\$1) near3 (data or information or parameter\$1 or signal\$1 or condition\$1)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:41
7	L7	12518	((display\$3 or output\$4 or generat\$3 present\$3) near5 ((weather or environment\$2) near3 (data or information or parameter\$1 or signal\$1 or condition\$1)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:43
8	L8	11613	((neural near2 network or artificial near2 intelligence or expert\$1 near2 system\$1 or scenario\$1 or if near2 then or what near2 if or simulat\$3 or fuzzy near2 logic) near10 (accident\$1 or risk\$1 or event\$1 or collision\$1 or crash\$2))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:46
9	L9	416	((neural near2 network or artificial near2 intelligence or expert\$1 near2 system\$1 or scenario\$1 or if near2 then or what near2 if or simulat\$3 or fuzzy near2 logic) near10 ((aircraft or airplane\$1 or plane\$1) near5 (accident\$1 or risk\$1 or event\$1 or collision\$1 or crash\$2 or condition\$1)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:46
10	L10	442	((maneuver\$4 or control\$4 or operat\$3) near5 (aircraft or airplane\$1 or plane\$1)) near10 ((avoid\$4 or prevent\$3 or eliminat\$3 or minimiz\$3 or reduc\$4) near3 (risk\$1 or impact\$1 or accident\$1 or collision\$1 or hazard\$3 or crash\$2))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:52
11	L11	3884	(replay\$3 or playback or reconstruct\$3) near5 (event\$1 or scenario\$1 or accident\$1 or collision\$1 or impact\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:53
12	L12	1953	(3d or (3 or three) near2 (d or dimension\$2)) near5 (event\$1 or scenario\$1 or accident\$1 or collision\$1 or impact\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	2005/05/26 07:57